Computer Science 110

The Computer Science course The Art & Science of Computer Graphics, is intended for non-majors. The course studies computer graphics using Duane Bailey’s Mead Modeling System (http://www.cs.williams.edu/~bailey/Mead/). Students develop three-dimensional Mead “models” using the Scheme programming language, which are then processed by Mead and rendered using the POVRay ray tracing software. Early models use only pre-defined primitive objects and materials, but students quickly learn to develop custom objects and materials, and later learn the programming skills that allow for replication, randomization, and simple animation in their models.

Later Lab Models

Spinning wheel by Dora Chin, first Desk by Lena Garrettson, Dragon Table by Ashley Woods, Swords by Emily Travisano, Lamppost by Thinley Wangchuk, Dragon Sculpture by Holly Valenzuela, and second Desk by Sarah Walden.

Stained Glass Windows

Final Projects

Holly Valenzuela

Mariam Sabri

Zehra Nabi

Emily Travisano

Dora Chin

Ashley Woods

Early Models

Cat and Fun by Holly Valenzuela, Hat by Emily Travisano, Jack-O-Lantern by Mariam Sabri, Rings by Zehra Nabi.

Marbles

Each student contributed a marble for this collection.

Realistic Models

Room scene by Natasha Amari, Balloon and Rainy Day by Dora Chin, Wine Glass and Key by Emily Travisano, Bar and Peacock by Margene Georgeyva, Pachai and Red Room by Holly Valenzuela, Tanis by Julia Bloom, Buildings and Flowers/Sun by Lena Garrettson, Rubik’s Cube by Zehra Nabi, and Butterfly by Sarah Walden.